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COLORFUL DRAGON

I. INTRODUCTION

Play tag with maze after maze full of dragons. Catch them if you can ! only a dragon's tail is vulneralbe, so sneak up from behind and munch till they turn to bones.

If you are fast enough to snatch the Magic Lantern, you can discover the secrets buried within the walls of each maze.

II. GAME CONTROL

Control Pad

Arrows : Move the Dragon in the indicated direction.

Button A : Make the Dragon Bite.

Select Button : Moves cursor to select options on the screen.

(One Player : Player vs.3 Dragons.)

(Double Players : Both Players vs.3 Dragons.)

(Vs Mode : Player vs. player.)

Note : For the 2 players mode, both players must exit the current level to get to the next level.

Start Button : Start the game. Also freezes the game.

III. HOW TO PLAY GAME

The objective of the game is to out maneuver the opponent's Dragon(s). Move behind the enemy and snap at his tail. The first time you land a snap, you will chew his tail off. Dragons with missing tails are weaker and you can attack them from the front or the rear. A weak dragon may regain his tail by snapping another Dragon's tail. However, if a weak dragon is bitten again, he turns into a skeleton and vanishes. The player must use appropriate tactics by observing each dragon's tail. For example, if dragons of equal tails (strength) approach each other head on, the snapping dragon will defeat dragon with the closed jaws. But if one has a shorter tail, he cannot defeat the other even if he snaps.

There is a time limit on each level. The time indicator is in the lower left hand corner.

The number of dragons left and the player's score are displayed on the bottom of the screen.

IV. SPECIAL ITEMS

Magic Lantern : Allows you to clear out the Bushy Hedges to reveal additional bonus items buried under them.

Dragon Egg : Gives you an extra Dragon.

V. HEDGES AND SPECIAL ZONES

Bushy Hedges : Can be cleared if the player has the Magic Lantern.

Permanent Blocks : Cannot be removed.

Time Zone : Your dragon will die if you stay in the zone for too long.

Ice Zone : Allows you to gilde at an accelerated speed.

VI. BONUS ITEMS

For each of the fllowing objects that your dragon gulps down you get 300 additional points.

SACRED LIGHT

FIRE CAPSULE

COFIN OF ETERNAL YOUTH

FRUITS OF LONGEVITY

LUCKY CHERRIES

VII. PLAYING HINTS

1. Never approach a dragon hand on if your dragon has a shorter tail than the other dragon.
2. When approaching head on with another dragon of equal tail length, always keep your jaws snapping.
3. Wail behind hedges for dragons approaching from the left or the right. At the very moment they pass you, move out and snap at the tip of their tails.
4. The best advises is to protect your tail at all times, because it's very hard to grow it back. With a full tailed dragon, you can approach all other dragons head on. Turn around at the right moment and you will find yourself right on the tail of the dragon that just passed you.

Control Summary

Control Pad Arrows : Move the Dragon in the indicated direction.

Button A : Makes the Dragon bite.

Select Button : Moves the cursor to select options on the screen.

Start Button : Starts the game. Also freezes the game.